art - Feature #4356

Document the pattern that artdaq applications should use to correctly handle signals [ds50daq-related]

07/17/2013 10:00 AM - Kurt Biery

| Status: | Closed | Start date: | 07/17/2013 |
|-----------------|-------------------|-----------------|------------|
| Priority: | High | Due date: | 07/31/2013 |
| Assignee: | Christopher Green | % Done: | 100% |
| Category: | Documentation | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 1.00 hour |
| Scope: | External | SSI Package: | |
| Experiment: | DarkSide | | |

Description

Here is my interpretation of what we have discussed recently:

Document the pattern that should be used by executables that run art in a thread as part of a broader application and investigate whether existing artdaq/ds50daq executables are currently following this pattern. The goal is to have "signal handling within artdaq/ds50daq executables consistent and sufficient to lead to an orderly shutdown of the executables (including any art threads) as quickly as possible". [quote from an email from Chris]

This is connected to Issue #4353 in the ds50daq project.

Related issues:

| Related to ds50daq - Feature #4353: Ensure that disk files always get closed | New | 07/17/2013 | 07/31/2013 |
|---|---|------------|------------|
| Related to art - Bug #4458: art::shutdown_flag should be atomic | Closed | 10/10/2013 | 10/10/2013 |
| Related to art - Necessary Maintenance #4459: Signal handling should be revie | cessary Maintenance #4459: Signal handling should be revie Accepted | | 09/30/2013 |
| Related to art - Feature #4355: Document and verify the signal handling withi | Closed | 07/17/2013 | 07/31/2013 |
| Related to artdaq - Bug #4083: Need to verify signal masking in multi-thread | Closed | 06/12/2013 | |

History

#1 - 07/31/2013 10:59 AM - Christopher Green

- Category set to Documentation
- Status changed from New to Resolved
- % Done changed from 0 to 100
- Scope set to External
- Experiment DarkSide added

The advice is subject to change as the facilities in art are improved, but is documented at Signal handling in art.

#2 - 08/09/2013 11:43 AM - Christopher Green

- Status changed from Resolved to Closed

02/25/2021 1/1